PlayStation®

NTSC U/C

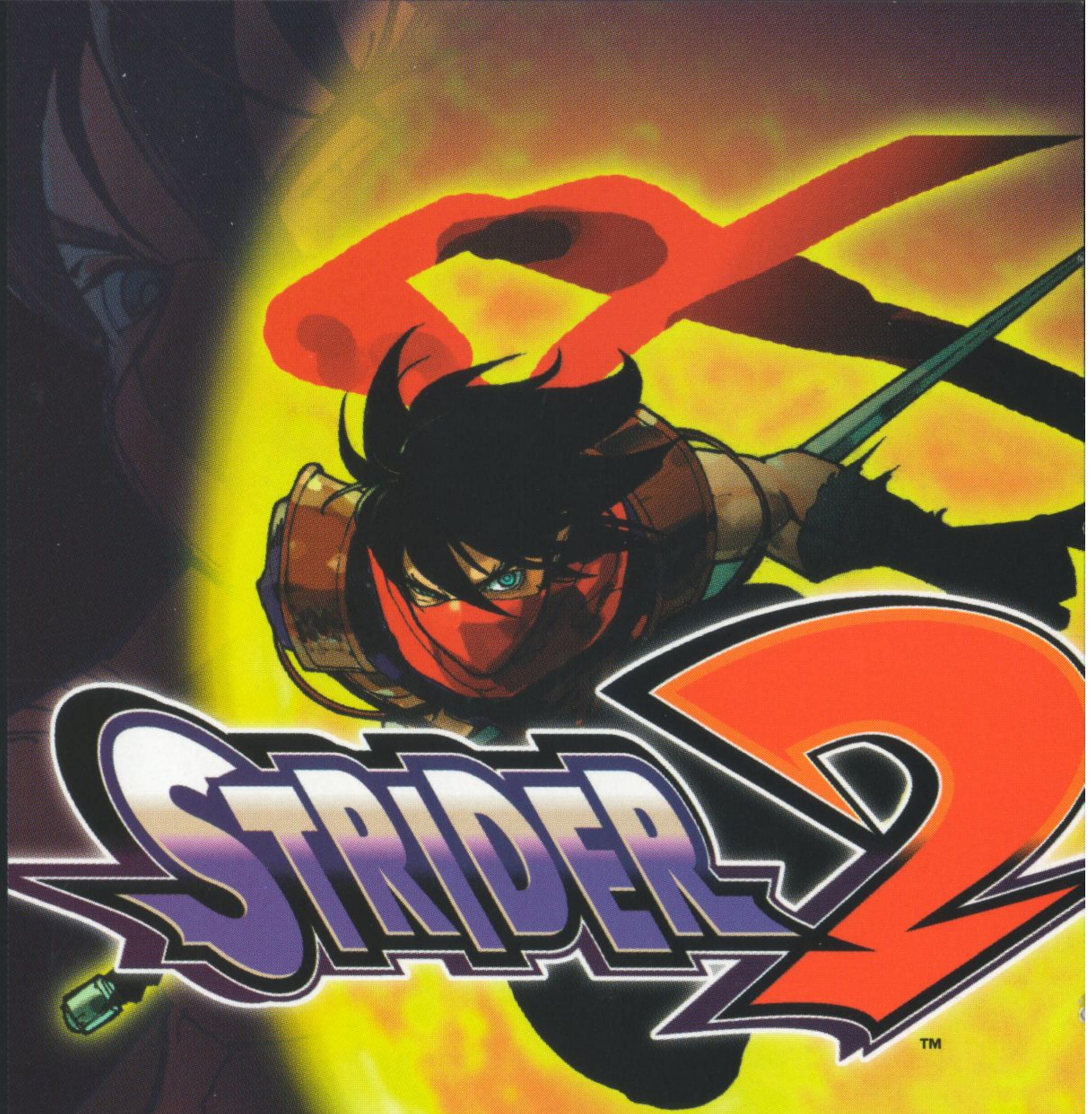
PlayStation®

EVERYONE

CONTENT RATED BY ESRB

SLUS-01142/01163

2 DISCS



STRIDER™

CAPCOM®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting STRIDER 2 for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94086

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Hints are available:

1-900-976-EDGE

(1-900-976-3343)

$.99 per minute for 24-hr. pre-recorded information.
$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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STRIDER 2

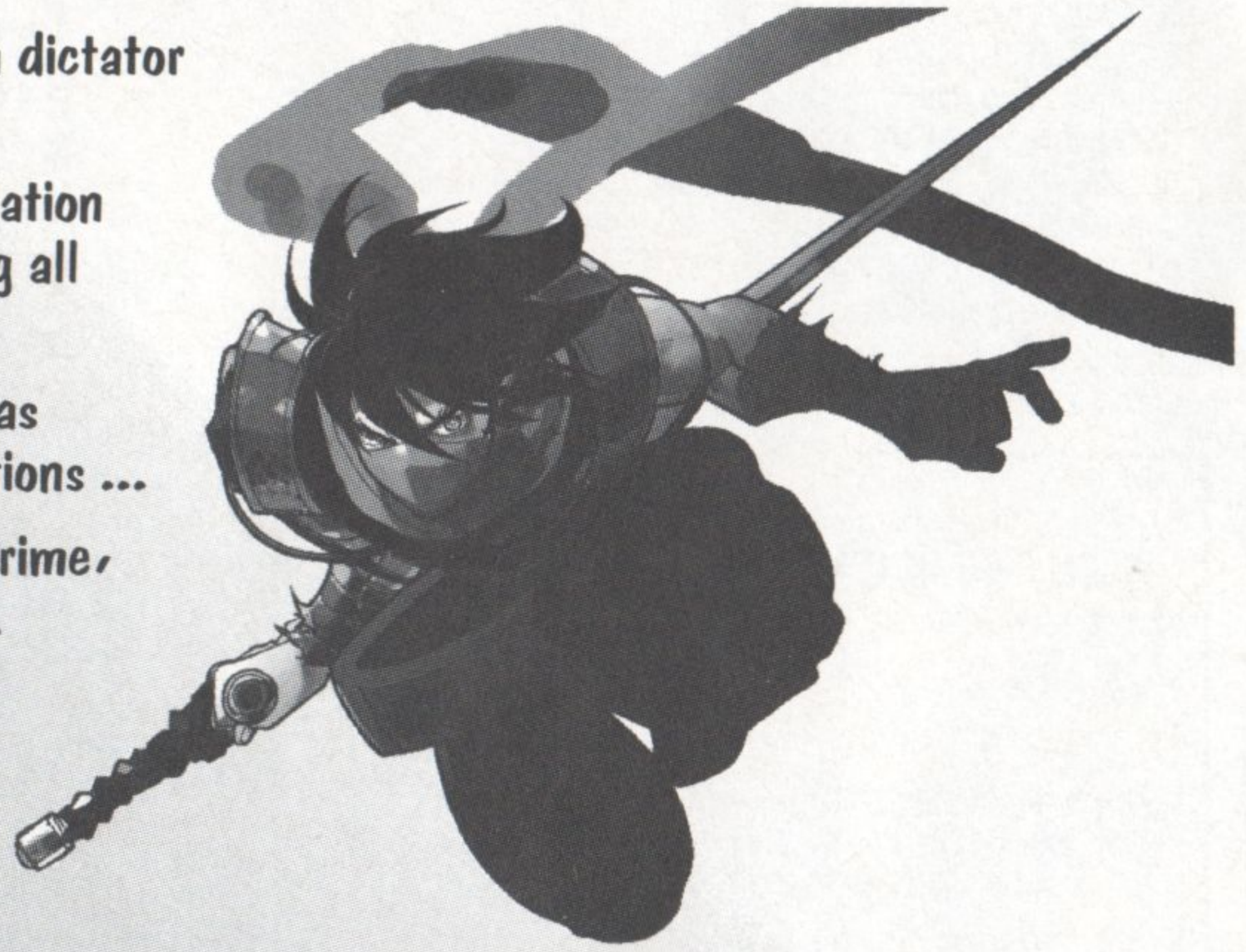
CONTENTS

The Rise of Strider Hiryu . . 2
Background 3
Setting Up 4
Memory Cards 4
Starting a Game 5
Default Controls 6
Strider Hiryu's Actions 7
Combat Screen 8
Items 9
Option Menu 10
Pause Menu 11

BONUS GAME: STRIDER 1

The Ultimate Mission 13
Starting a Game 14
Default Controls 15
Combat Screen 16
Items 17
Robot Items 18
Option Menu 19
Capcom Edge 20

THE RISE OF STRIDER HIRYU



In the future, the world is ruled by a dictator known as Grandmaster.

Under his reign, excessive overpopulation has caused starvation and war among all the people of the world ...

Chronic environmental destruction has generated disease and genetic mutations ...

The world is polluted by increasing crime, drugs and human experimentation ...

Corrupt politicians wield absolute power ...

Evil organizations devote themselves to large-scale corporate crime ...

Those who fight for justice and peace are dealt with just the opposite — imprisonment and ruin ...

Now, a warrior arises from the depths of a dark city that never sees the sun ...

His name is Hiryu. His assigned mission is to defeat Grandmaster.

With his light sword Cypher and his sharply honed physical skills, Strider Hiryu pounces as quick as lightning and as mercilessly as death!

BACKGROUND

WHO IS HIRYU?

Hiryu is a special A-Class Strider and professional in assassination and destruction. He has mastered super-human physical skills and fights with his light sword Cypher. His real name, nationality, age, career and other data are all secret. As one of the few survivors of the recently defunct Striders organization, Hiryu is heading into his final mission.

WHAT IS A STRIDER?

A Strider is an agent of an espionage organization called "Striders," whose origins are closely related to the ninjas'. "Striders" is a mercenary group that does not belong to any nation. Its agents specialize in underground activities such as information collection, destruction and assassination. The organization of Striders was recently destroyed and rumor has it that another Strider was involved in the sabotage that led to the group's annihilation.

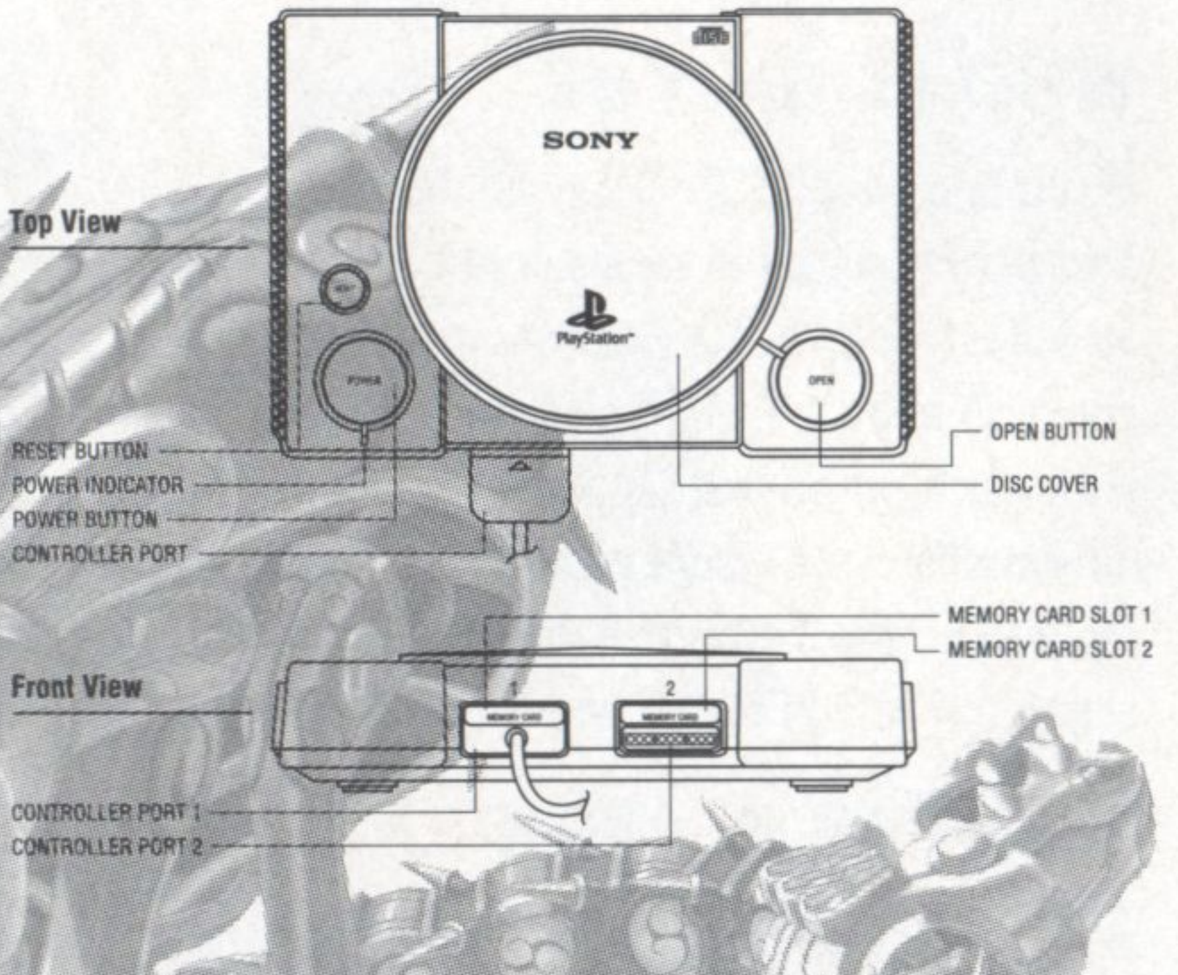
WHAT IS CYPHER?

Cypher is a sword-shaped weapon Hiryu uses at all times. Its edge generates plasma and nothing can withstand its razor-sharp blade. It is extremely hard to wield Cypher and very few Striders can use it well.

SETTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the STRIDER 2 disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Tip: Watch the game demos before starting play for game hints.



MEMORY CARDS

To save game settings and results and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play. <If you do not have a Memory Card, the game will allow you to play without saving game settings and results.>

See page 11 for more information on saving and loading game data.

STARTING A GAME

GAME START

Press START during the intro and the Title screen will appear. Choose GAME START or OPTION with the Directional Buttons and confirm with the X button.

- **GAME START** Start the game.
- **OPTION** Adjust the difficulty level, button assignments, and other game settings. See page 10 for details.

MISSION SELECT

Choose a mission with the Directional Buttons and confirm with START or the X button.

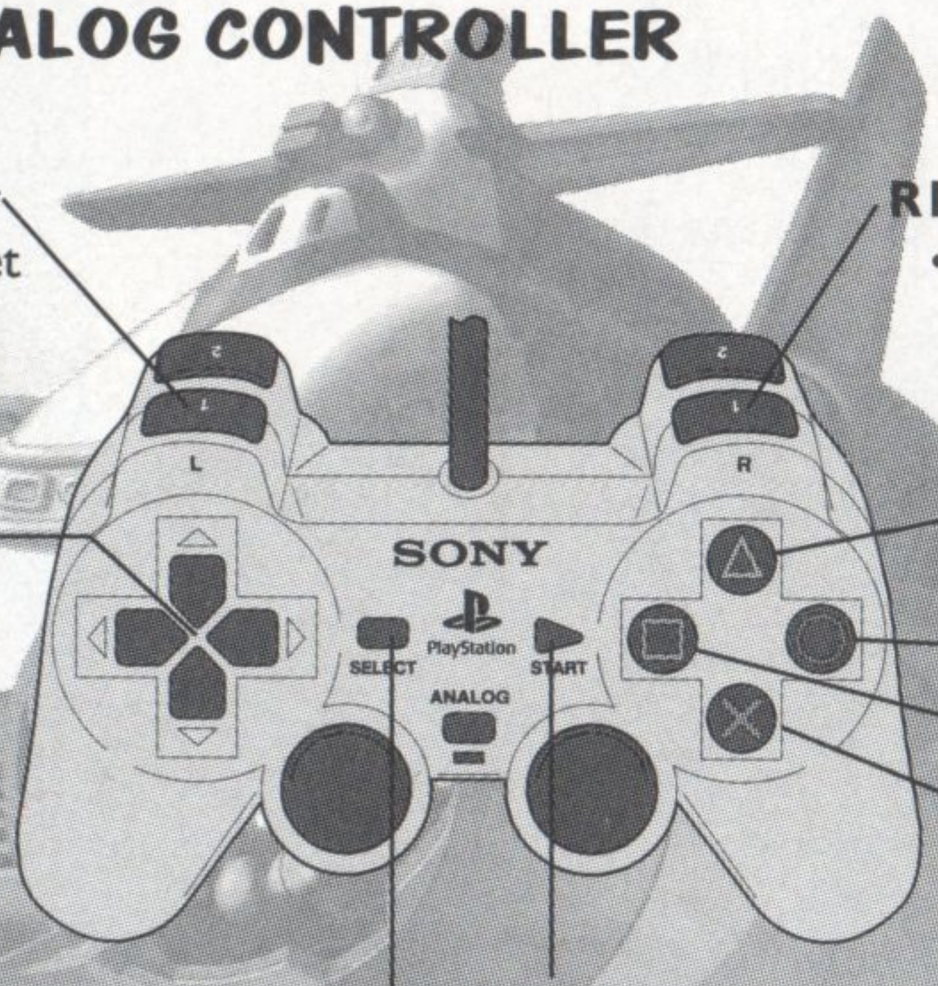
At the start of a new game, three missions are available. You have 30 seconds to select your mission. When a mission starts, you'll see the mission objective and a mission map. As you complete these missions, more missions are unlocked.

MISSION CONTINUE

When you fail a mission you'll have the option to continue. Press START on the Continue screen before the time is up to resume the mission.

DEFAULT CONTROLS

DUALSHOCK™ ANALOG CONTROLLER



L1 Button
- Used for soft reset only (see below).

R1 Button
- Used for soft reset only (see below).

DIRECTIONAL BUTTONS
- Highlight selections on screens and menus
- Move Strider Hiryu while walking, climbing, crouching and jumping

△ – Cancel selection
– Slide

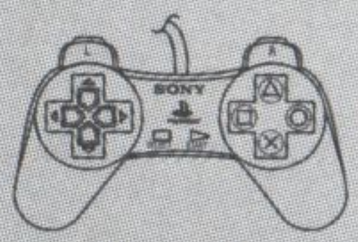
○ – Boost

□ – Attack

X – Confirm selection
– Skip mission screens
– Jump

START
- Start game / Skip demo
- Pause / Unpause
- Continue game

SELECT
- Used for soft reset only (see below).



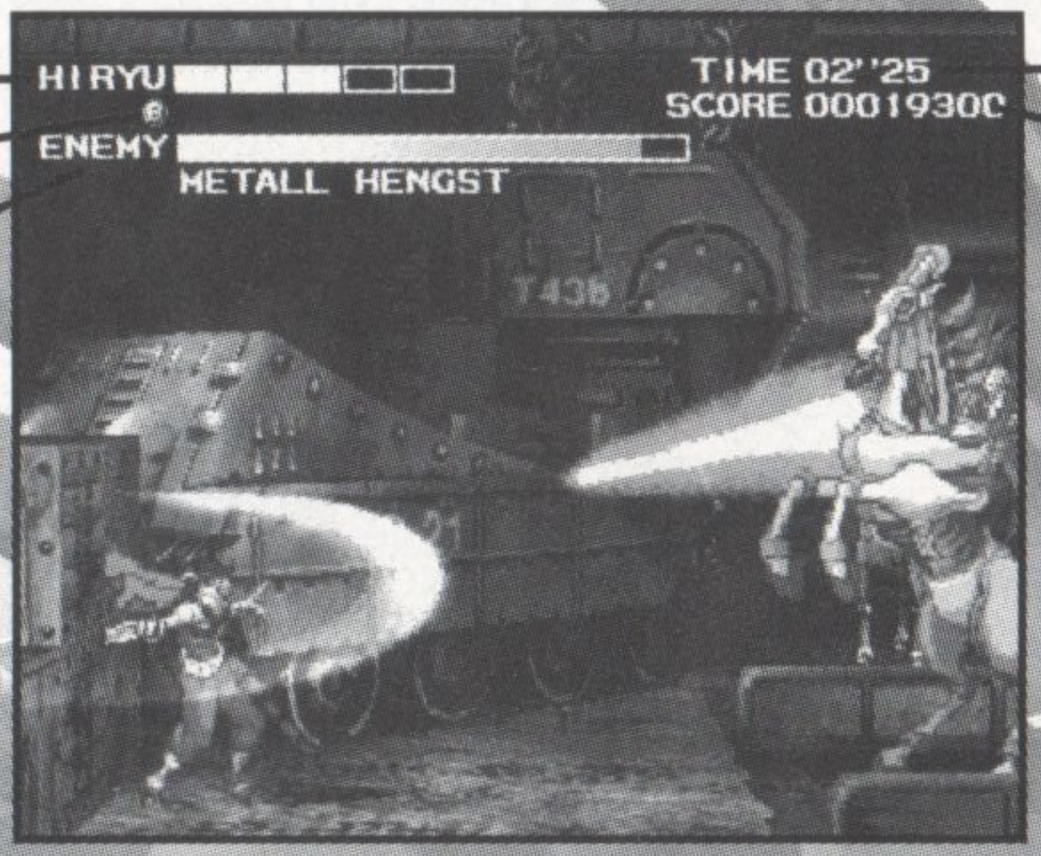
The controls on this page are also used for digital controllers.

Notes:
- These are the default button assignments. To change them, use the Key Config option in Option mode (see page 10).
- This game is for one player only.
- The LEFT and RIGHT ANALOG STICKS are not used in this game.
- This game is compatible with DUALSHOCK™ analog controller vibration.

STRIDER HIRYU'S ACTIONS

DOUBLE JUMP	Press Jump <default **X** button>, then press it again while in the air.
WALL STICK	Jump toward a wall or ceiling to stick to it, then move with the Directional Buttons.
JUMP DOWN	Press Jump while holding ↓ to jump off a wall or ceiling.
BOOST	Press Boost <default ○ button>. Your attack will be super powerful for a while. Homing Plasma Waves will radiate from your Cypher sword. Boost requires one boost item <see page 9>.
DASH	Press the Directional button forward twice quickly. While dashing, press Jump for a longer jump.
SLIDE	Press Slide <default △ button> while on the ground. You can also press ↓ + Jump to slide.
BACKWARD SOMERSAULT	Simultaneously press Jump and a Directional Button against the sliding direction.
HASSOU JUMP	When on a wall, press Jump while holding a Directional Button against the wall.
SAVAGE SLASH	<Random Slashing> Press ↓↑ + Attack <default □ button> while in the air.

COMBAT SCREEN



Vitality Gauge

Boost Count

Boss Gauge

Timer

Score

VITALITY GAUGE — Strider Hiryu's remaining vitality. As he takes hits, the bars disappear. When the last bar vanishes, the game ends.

BOOST COUNT — Number of Boost items you have. Press the ○ button <default> to use one Boost and increase your attack power for a short time.

BOSS GAUGE — Boss character's remaining vitality. Appears when Strider Hiryu fights a boss, including the Area Boss. The color bar decreases as Strider Hiryu's attacks take effect. When the gauge empties, the boss is defeated.

TIMER — Time you have to clear the area. If it reaches zero before you meet and defeat the area boss, the game ends.

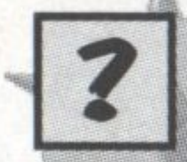
SCORE — Your current score for the stage.

ITEMS

Collect items that appear on screen to increase your chances of winning. Some enemies drop items when they are defeated.

HI

Restores Strider Hiryu's vitality by one bar.



HIRYU

Completely restores Strider Hiryu's vitality.

RYU

Increases Strider Hiryu's maximum vitality by one bar.

CYPHER

Increases Strider Hiryu's attack power. When he gets attacked, the effect ends.

BOOST

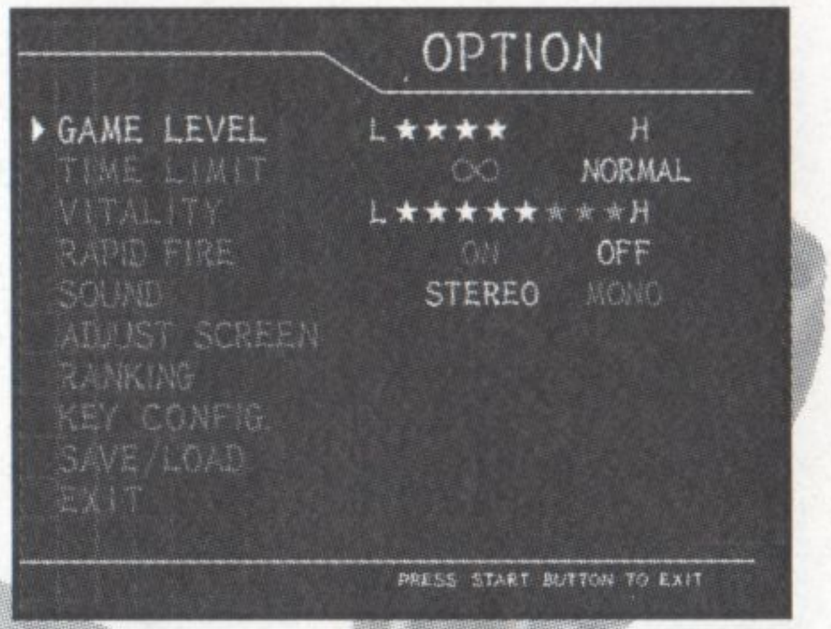
Adds one Boost item.

SCORE

Increases your score. There are several kinds of Score items you can collect.

OPTION MENU

Select OPTION on the Title screen to go to the Option Menu. Choose an option with the Directional Buttons ↓↑. Change the setting with the Directional Buttons →← or press the X button to display a submenu.



GAME LEVEL	Add stars to make the game more difficult.
TIME LIMIT	Set the game time to Normal or ∞ <Infinity - no time limit>.
VITALITY	Add stars to give Strider Hiryu more vitality at the start.
RAPID FIRE	Turn ON to attack rapidly by holding down the Attack button.
SOUND	Choose STEREO or MONO to match your speaker setup.
ADJUST SCREEN	Center your screen display.
RANKING	View both Score and Time rankings. Press START to return to the Option Menu.
KEY CONFIG	Reset the button assignments and turn the DUALSHOCK™ analog controller's vibration function ON/OFF.

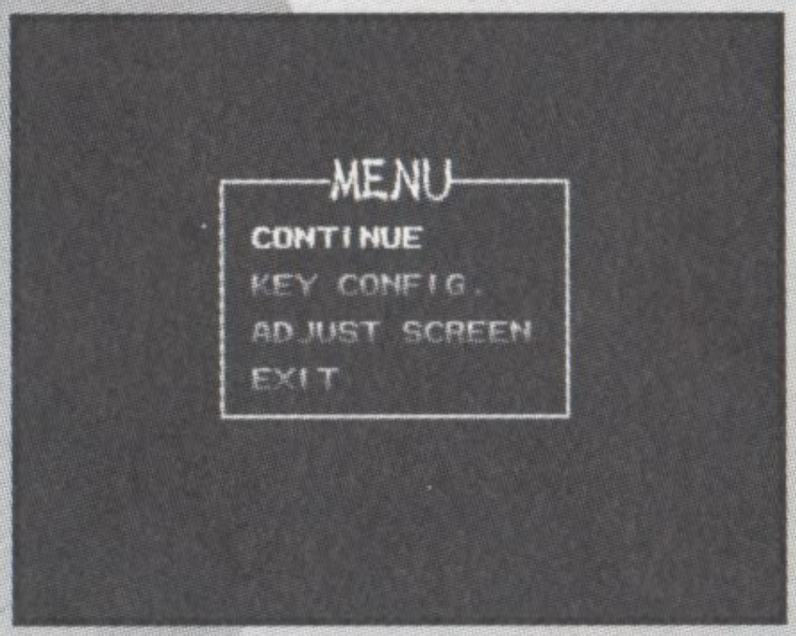
SAVE/LOAD — Save or load ranking data and option settings. Insert a Memory Card into Slot 1. This game uses one block on a Memory Card.

- When you turn on your PlayStation game console with a Memory Card containing STRIDER 2 data, the game will load automatically.
- Do not turn off or reset your PlayStation game console while saving/loading game data. Doing so may destroy the data.

EXIT — Return to the Title screen. <You can also press START to return.>

PAUSE MENU

Press START any time during play to bring up the Pause Menu. Choose an option with the Directional Buttons ↓↑ and then press the X button.



CONTINUE — Resume the game. <You can also press START to resume.>

KEY CONFIG — Reset the button assignments <see above>.

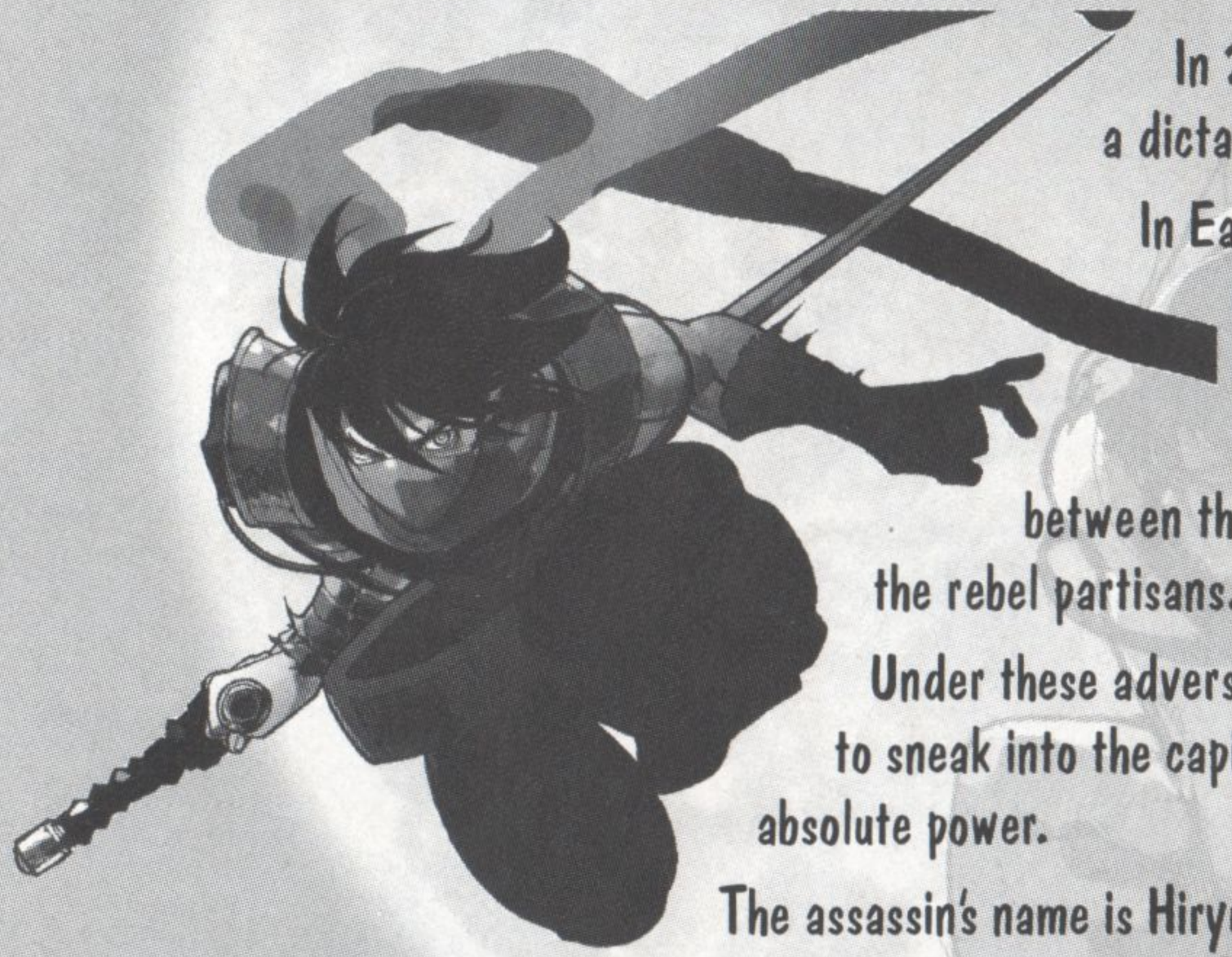
ADJUST SCREEN — Center your screen display.

EXIT — Return to the Title screen.

SECRET INFO

PLAY **STRIDER 1**, AND FIND A **SPECIAL SECRET** THAT LINKS THE TWO GAMES!

THE ULTIMATE MISSION



In 2048, the world is ruled by a dictator known as Grandmaster.

In Eastern Europe, the site of Grandmaster's capital, the pressure of the government's tyranny has erupted in a battle between the Kazakhstan government and the rebel partisans.

Under these adverse conditions, an assassin is about to sneak into the capital that has so cruelly flaunted its absolute power.

The assassin's name is Hiryu, the youngest A-Class Strider in an assassin group called Striders. Originating from ninja stock, Striders are professionals in fighting and espionage.

Hiryu's assigned mission is the most important and dangerous in history ...
to assassinate Grandmaster.

With his well-trained physical skills and fearsome weapons, can Strider Hiryu complete the ultimate mission? The fate of the entire planet is in his hands!

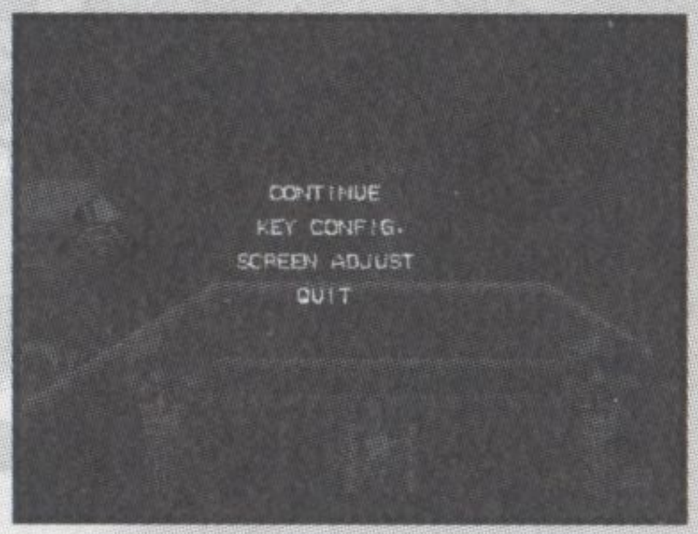
STARTING A GAME

MODE SELECT

Press START at the Title screen and the Mode Select screen will appear. Choose a game mode with the Directional Buttons and confirm with the **X** button.

- **1P PLAY** — One player only.
- **2P PLAY** — Two players take turns playing. Each time either player's character dies, the players switch turns. You must insert a second controller <sold separately> into your PlayStation game console in order to play this mode.
- **OPTION** — Adjust the difficulty level, button assignments, and other game settings. See page 19.

PAUSE MENU



Press SELECT to open the Pause Menu. Choose an option with the Directional Buttons and confirm with the **X** button

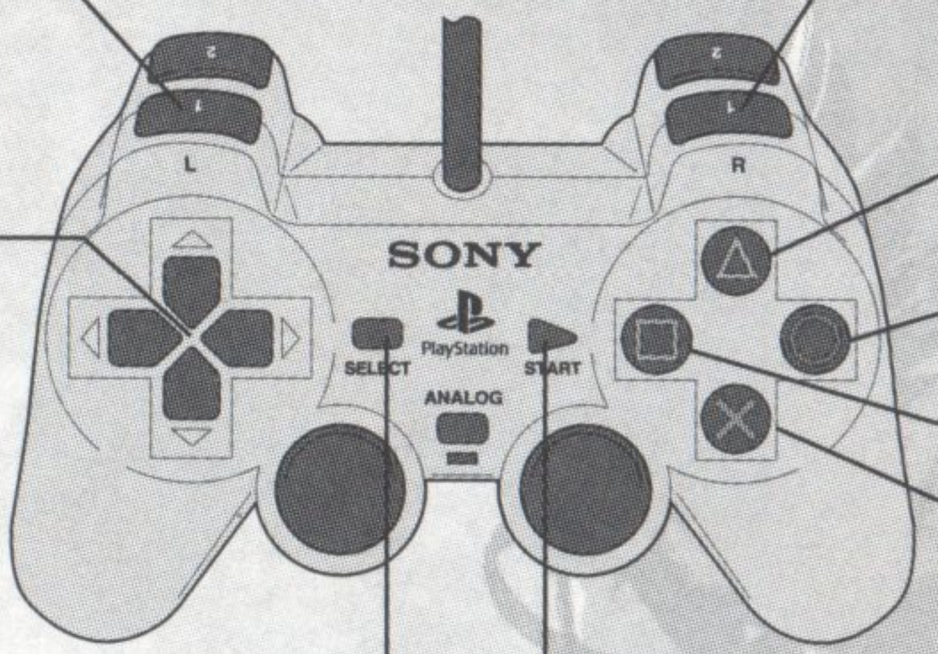
- **CONTINUE** — Continue game.
- **SCREEN ADJUST** — Center your screen display.
- **KEY CONFIG** — Reset the button assignments and turn the **DUALSHOCK™** analog controller's vibration function **ON/OFF**.
- **QUIT** — End game and return to the Title screen.

DEFAULT CONTROLS

DUALSHOCK™ ANALOG CONTROLLER

L1 Button
- Used for soft reset only (see below).

DIRECTIONAL BUTTONS
- Highlight selections on screens and menus
- ←→ move Strider Hiryu when he's on the ground
- ↑↓ move Strider Hiryu when he's on a wall or ceiling
- ↓ + Jump make Strider Hiryu jump down from a wall or ceiling



R1 Button
- Used for soft reset only (see below).

△ – Cancel selection
– Hold to attack rapidly

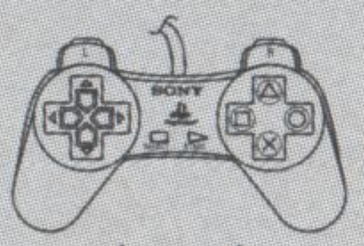
○ – Slide (you can also slide by pressing ↓ + Jump)

□ – Attack

X – Confirm selection
– Jump

START
- Start game / Skip demo
- Pause
- Continue play

SELECT
- Open Pause Menu when game is paused. (See page 14.)



The controls on this page are also used for digital controllers.

Notes:
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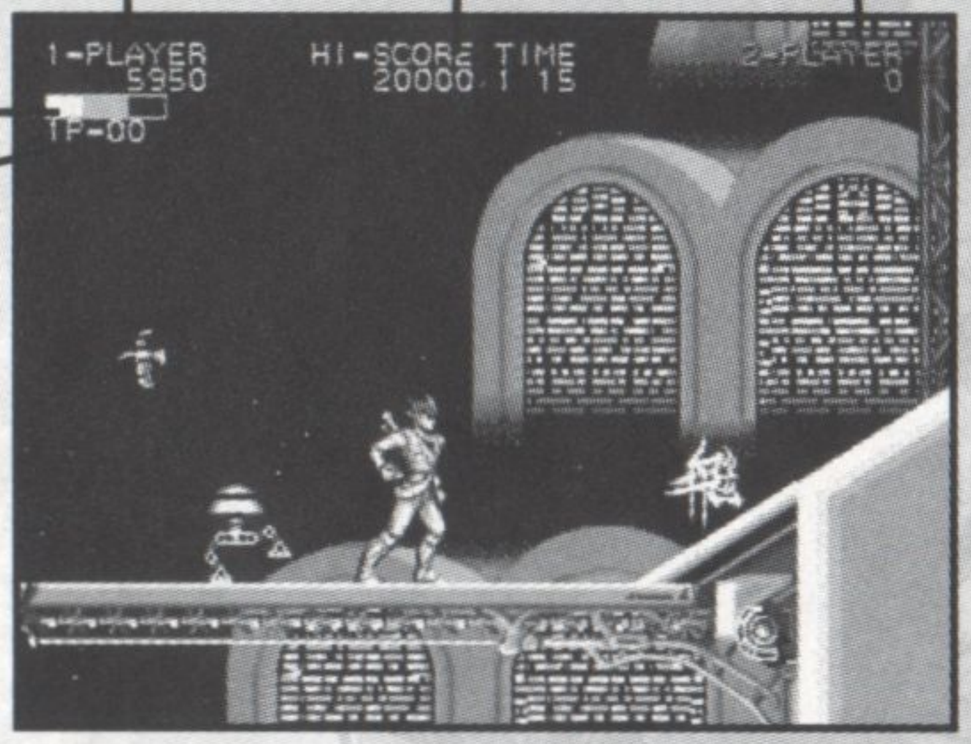
- This game is compatible with DUALSHOCK™ analog controller vibration.

COMBAT SCREEN



1P SCORE	Player 1's current score.
TIMER	Remaining time for the area. When it reaches zero, you lose one Life.
HI SCORE	The highest score made in the game.
2P SCORE	Player 2's current score.
VITALITY GAUGE	Strider Hiryu's remaining vitality. When it drops to zero, you lose one life.
LIVES REMAINING	Number of Lives you have left. Lose them all and you lose the game.

ITEMS

You can find items by breaking item boxes, which you'll discover in certain places on the stage. Enemies may also drop item boxes.

HI

Restores Strider Hiryu's vitality by one.

HIRYU

Restores Strider Hiryu's vitality completely.

RYU

Increases Strider Hiryu's maximum vitality by one, up to five degrees.

CYPHER

Lengthens Strider Hiryu's attack range for the next few attacks.

INVINCIBILITY

Strider Hiryu becomes invincible for 30 seconds.

1UP

Adds another Life.

BONUS GAME STRIDER 1

ROBOT ITEMS

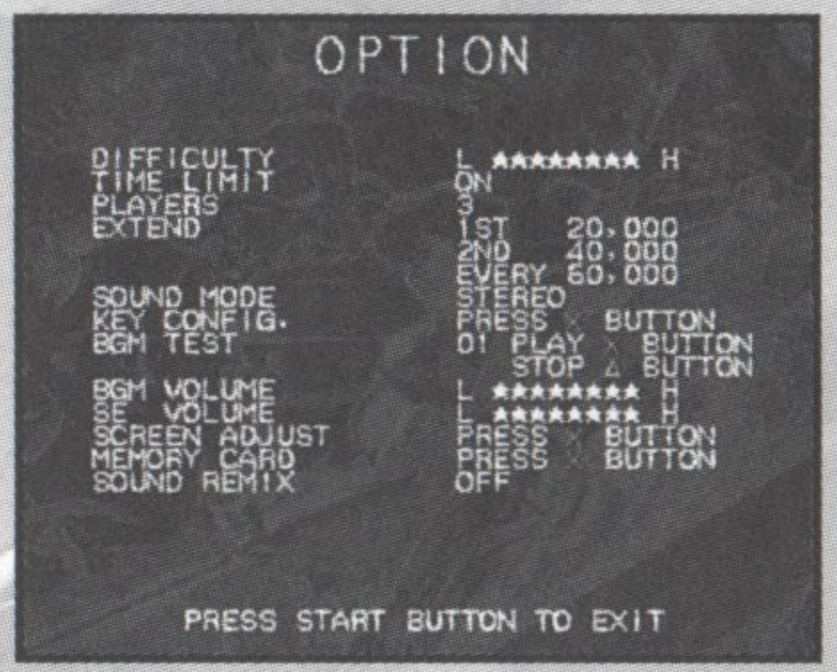
Collect robot items to give Strider Hiryu special powers.

OPTION A — A robot rotates around Strider Hiryu. When Strider Hiryu attacks, the robot also fires a bullet. When Strider Hiryu gets Option A, the color of the vitality gauge changes. If you lose a gauge with a changed color, you lose Option A.

OPTION B — A tiger-shaped robot runs around Strider Hiryu and attacks enemies approaching him. The tiger robot disappears after a while or after it takes damage.

OPTION C — A hawk-shaped robot flies over Strider Hiryu and attacks enemies approaching him.

OPTION MENU



Select **OPTION** on the Game Mode screen to go to the Option Menu. Choose an option with the Directional Buttons ↓↑. Change the settings with the Directional Buttons →←, or press the **X** button to display a submenu.

- **DIFFICULTY** — Add stars to make the game more difficult.
- **TIME LIMIT** — When **ON**, you'll have a limited time to clear each area.
- **PLAYERS** — Your starting number of Lives.
- **EXTEND** — Reach the score you set here to receive a bonus Life.
- **SOUND MODE** — Choose **STEREO** or **MONAURAL**.
- **KEY CONFIG** — Reset the button assignments and turn the **DUALSHOCK™** analog controller's vibration function **ON/OFF**.
- **BMG TEST** — Sample the game's background music.
- **BMG/SE VOLUME** — Adjust the volume of background music and sound effects.
- **SCREEN ADJUST** — Center your screen display.
- **SAVE/LOAD** — Save or load ranking data and option settings.
- **SOUND REMIX** — When this option is **ON**, each stage and boss character will have newly arranged music.

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STRIDER 2

NAME

ADDRESS

CITY STATE ZIP CODE

PHONE NUMBER

DATE OF BIRTH

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)

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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

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